



MEMORIAL DAY CLASSIC RULES

IMPORTANT TOURNAMENT NOTES

1. **NO METAL SPIKES ARE TO BE USED WHILE PITCHING ON THE PONY FIELD. THIS WILL BE STRICTLY ENFORCED**
2. **NO PETS ARE TO BE ALLOWED ON THE WESTSIDE PREMISES AT ANY TIME.**
3. **NO PARKING ON 69TH AVE. (Oak Lawn Police ticket that area)**

Length of Games:

1. Home and Away teams are determined by a coin flip.
2. 8u-10u will play 6 innings 12u-14u will play 7 innings
3. All games will be 1 Hour 45 mins no new inning from break of coaches meeting
4. Mercy rules are 15 runs after 3 innings, 12 runs after 4 innings and 8 runs after 5 innings if at any point a team is up more the 20 runs game is final.
5. 1 Balk warning per pitcher 9u-12u NO Balk warnings 13u-14u

Base Distances:

8u-9u – 60 Feet; 44 Feet

10u – 65 Feet; 46 Feet (If available otherwise will be same as 9u)

11u-12u – 70 Feet; 50 Feet

Courtesy Runners – Courtesy runner is optional for pitcher or catcher at any time. The courtesy runner must be the last batted out in continuous lineup.

Pitching – 8U-12U: 3 inning limit 13U-14U: 4 inning limit

Breaking balls are only allowed at the 13U-14U levels.

If, at the 8U-12U level, the umpire determines a breaking ball was thrown, a warning will be given the first time (per pitcher), and all subsequent breaking balls will be scored as a "ball".

Bats –

All Bats must be BBCOR, wood, or stamped either 1.15 BPF or USA Baseball to be used.

14U will have a –5 bat restriction. BESR stamped bats are illegal and cannot be used.

13U will have a -8 bat restriction. BESR stamped bats are illegal and cannot be used.

Lineups – Teams have two options for a lineup: High School or Continuous.

Teams may also use the NFHS rules regarding lineups (Designated hitter, reentry)

Teams that bat a continuous lineup will be allowed free defensive substitutions to encourage maximum player participation and experience. Coaches are required to inform the opposing coach and the umpire before a game if a player must leave during the game. If a player is injured and cannot bat for his designated spot in the order, he must leave the game, and no out will be recorded

Stealing – 8u only no stealing home unless runner has been played upon and runners can only steal once the ball has crossed the plate. 9u NO LEADOFFS.

Reporting Scores – All scores shall be texted to [630-360-7283](tel:630-360-7283) at the conclusion of the game. If scores are not texted within an hour of completion score will be recorded as a 7-7 tie.

Rosters – No player may be double rostered. If a player is doubled rostered the team will forfeit all games.

Tie Games – Games in Pool Play may end in a tie however bracket play games **CAN NOT**. If the game is tied at the end of regulation games will be played until we have a winner. We play straight baseball.

Tiebreakers:

1. Overall Win-Loss Record
2. Head-to-Head (Only applies when two teams are involved)
3. Run Differential (Max of +8 or -8)
4. Runs Scored – Most to Fewest
5. Coin Flip

Conduct:

Any coach or player ejected will be suspended for the remainder of the event and will not be allowed to return. We have zero tolerance for ejections. All ejections will need to be reported to Noah York at noah@neighborhoodsportstournaments.com or 630-360-7283.

Any fan/spectator ejected will need to be reported as well.

ALL UMPIRES DECISIONS ARE FINAL THERE ARE NO PROTESTS.

Any Rules not listed above shall be ruled with by the National Federation rulebook.

Refund Policy:

0 Games Played – 100% Refund

1 Game Played - 50% Refund

2 or more games played – 0% Refund

ALL REFUNDS ARE IN CREDIT FORMAT NO CHECKS ARE GIVEN BACK.

Noah York

noah@neighborhoodsportstournaments.com

630-360-7283

Any questions please don't hesitate to reach out to me.